

Metaverse Course



Provisional translation by the FPCJ

Yushi International High School

Yushi International High School

Opened in April 2005

This is its 20th year

Wide area, credit system correspondence
high school

Main school location: Goshouramachi,

Amakusa, Kumamoto

Number of students: 2420 (as of February 19,
2025)



Education to proceed to
the next grade/graduate



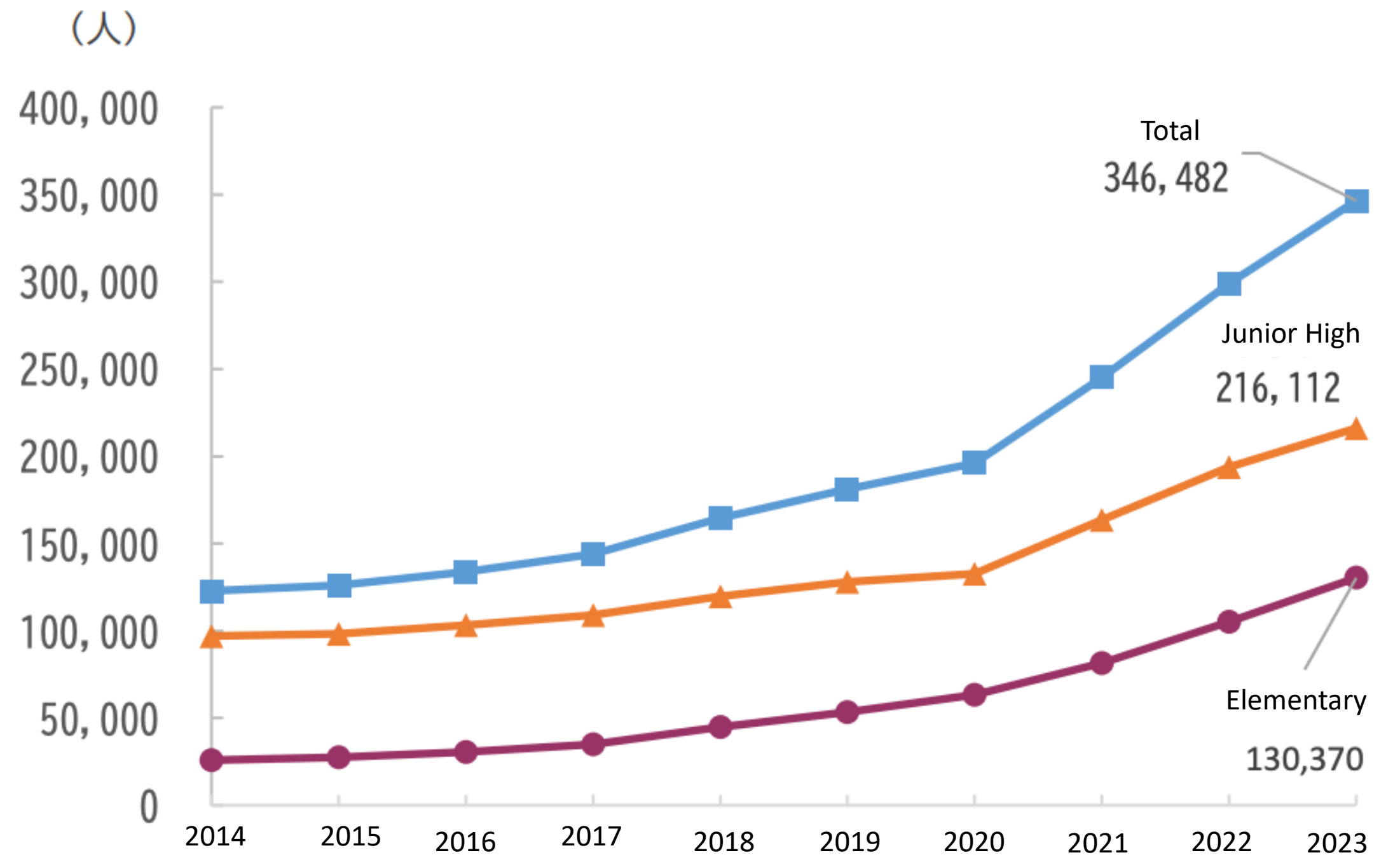
- Experiences to find who you want to be
- Education so you can become who you
want to be



Education Issue Faced by Japan

- Growing numbers of student absenteeism
- Continued increase since the pandemic

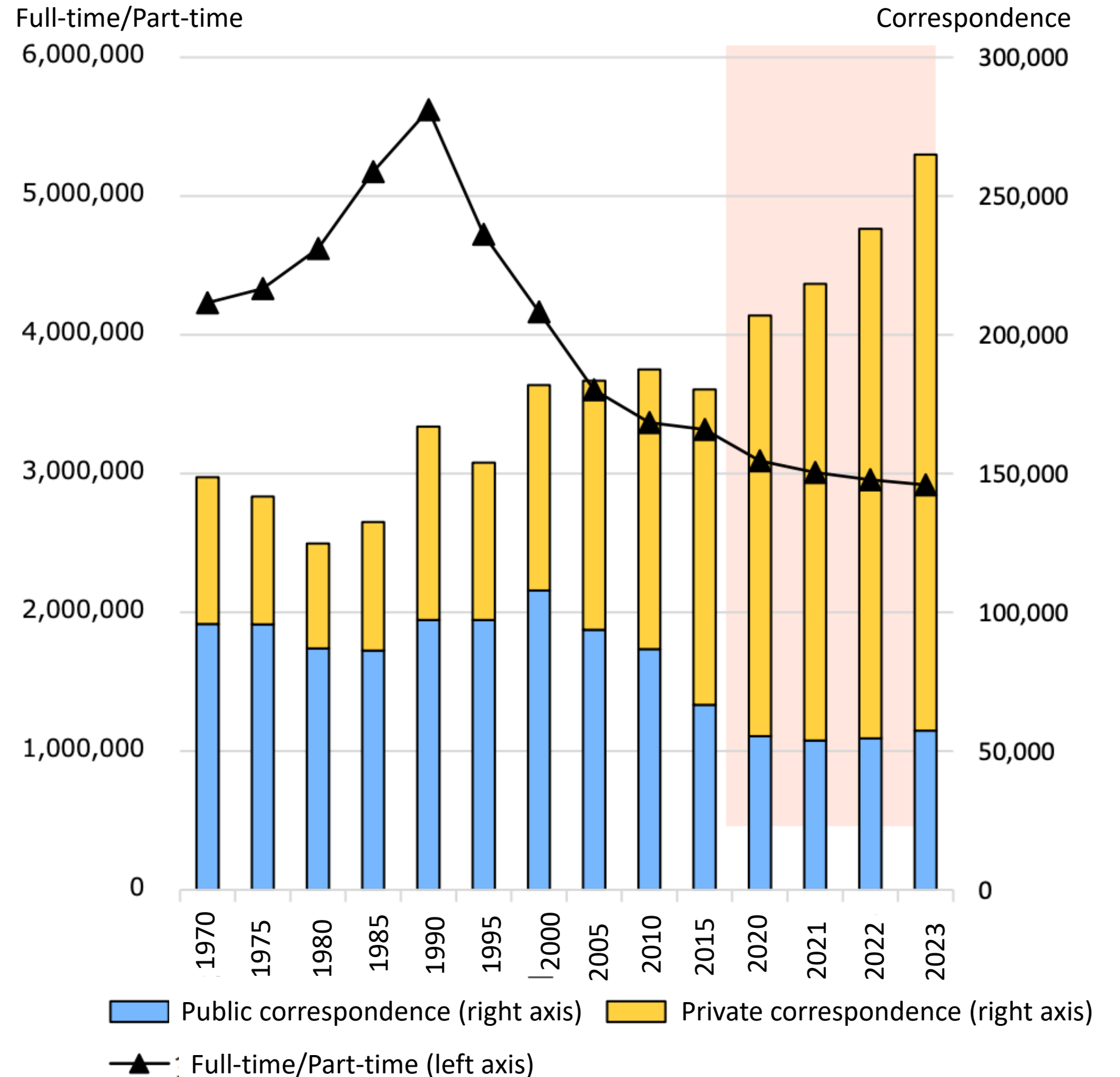
Trend in Student Absenteeism



Need for Correspondence High Schools

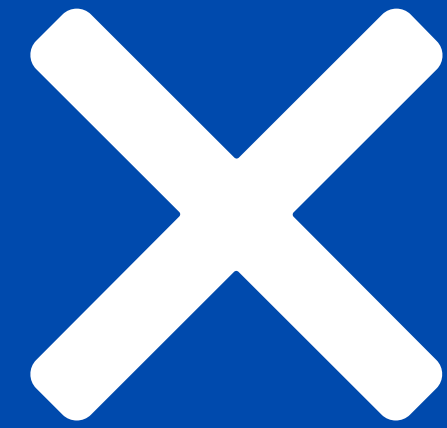
- Growing numbers of correspondence high school students
- Hopes for private correspondence high schools

Full-time, Part-time, and Correspondence Student Numbers





Metaverse Education



Yushi International High School

The intention behind implementing metaverse education is to provide fair education opportunities and to have students learn specialized skills and knowledge they would generally learn at higher levels while still in high school. In the virtual space of the metaverse, students attend as an avatar to learn and interact with peers of the same age. This provides educational opportunities for students who find it difficult to attend a school in physical reality. This is not avoiding real society, but providing learning opportunities in the metaverse along with interacting with others to experience human relationships and acquire social skills. As a result, this should lead to individually optimized cooperative learning.



Acquiring Skills to Live in the New Era

Human Learning

- Learning communication skills with avatars and VR
- Learning project management skills through cooperatively making a culture festival
- Education combining experiences and the latest technology to develop a view of humanity

Digital Learning

- Learning programming with a three year head start
- Using practical development software
- Also valuable for general admission (AO) entrance exams/finding a job

Curriculum Learning

- Receive a high school diploma, same as a full-time school (3 year program)
- Individual assistance and development of student strengths
- Ample guidance for further studies/career, high graduation rate of 95% or over





School=Metaverse Space

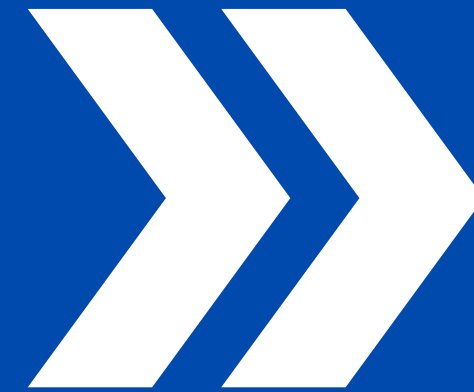
Homeroom is held in a VR metaverse space. By interacting with the teacher and classmates using avatars chosen by each individual, students can enjoy communication and maintain/increase their motivation.

There are also periodic meetings with the homeroom teacher.



Being Yourself Because It Is an Avatar!

Metaverse students using personalized avatars can be themselves and act freely, without being bound by their appearance. Students can spend their once in a lifetime school life true to themselves.





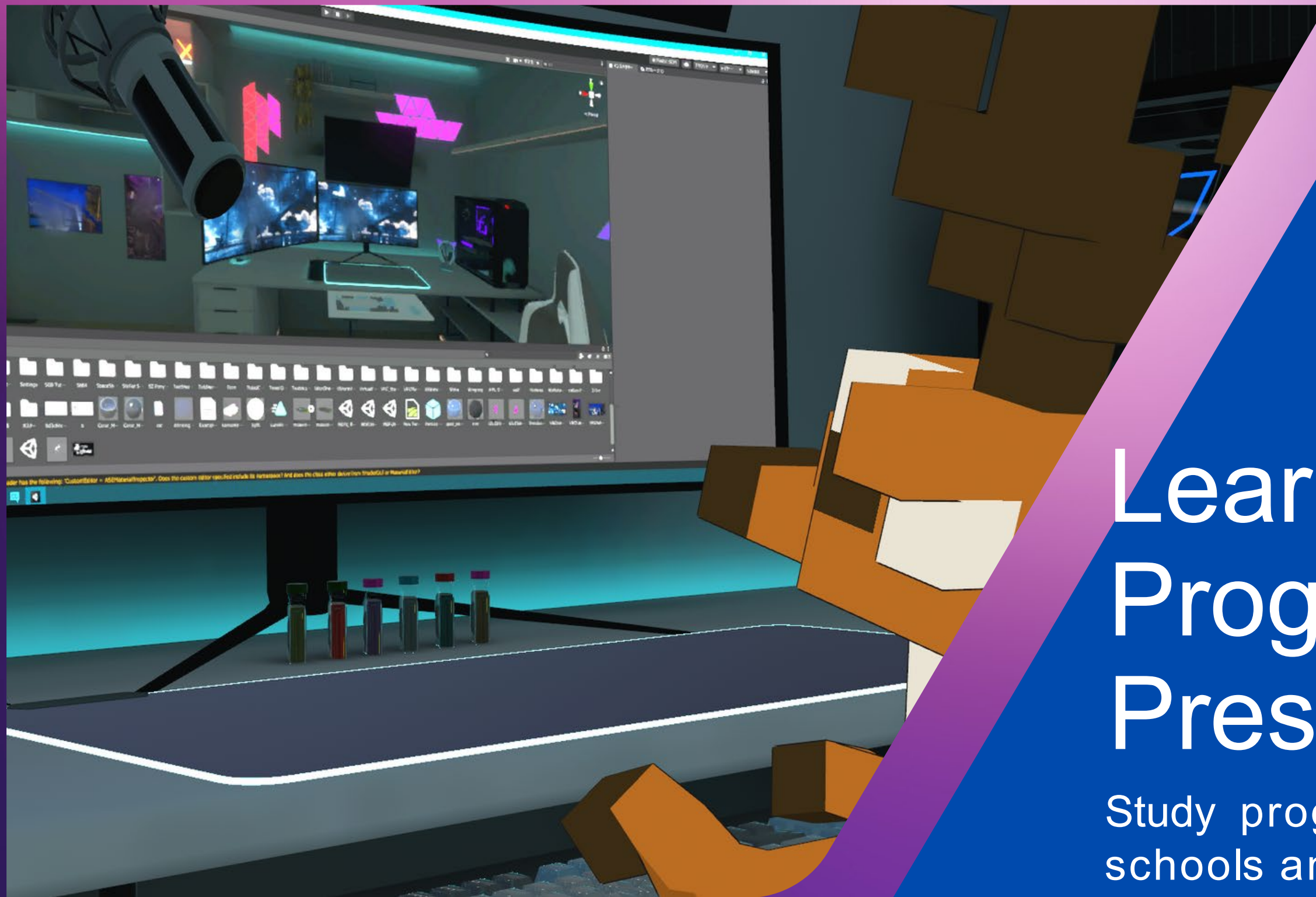
Communication Using Esports

Esports are also incorporated into educational activities.

By using them in school events and for club activities, opportunities are created for interacting with peers online.

This also provides an environment where it is easy to communicate when meeting for the first time.





Learning Programming and Presenting Results

Study programs carried out in vocational schools and universities using Unity and 3D modeling software are implemented for first year high school students, providing a head start.

Learning skills normally learned once 18 or older in high school provides an advantage in further education and job hunting.

Produce an Original VR Space!

Events are held in a variety of VR spaces. For the culture festival, students not only use the skills they learned in class to build spaces, but also develop planning and management skills.

There are many practical opportunities to gain skills useful for the future.



Education Possible Because It Is the Metaverse

Responding to Diversified Paths to Higher Education

With the diversification of values, the old standard of entering university through an entrance exam has dropped to only about half.

Responding to societal demands for high school students to have more than just textbook academic ability, we will support making sure those in a position to choose can see your true ability.

Learning Not Found in Textbooks

A wide variety of learning is necessary for students to move forward on their desired path, not just the studying done at high school.

At Yushi International High School, you can experience useful educational opportunities that match the desired path of each student.

Acquire Skills Sought After by Society

You can acquire the skills sought after in modern society in learning opportunities unique to the metaverse, such as the school festival and programming.

By planning and implementing your own project, you can acquire skills that will be directly applicable for working as a member of society.